ROTATE3D command

The **ROTATE3D** command is used to rotate objects around 3D axis.

Command Access:

Ribbon : 3D > 3D Operations > Rotate 3D
Menu : Modify > 3D Operations > Rotate 3D
Command : ROTATE3D

Command Prompts:

UCS current positive angle: ANGDIR=counter clockwise ANGBASE=0 Select object:
Specify first point on axis or define axis by [Object/Last/View/Xaxis/Yaxis/Zaxis/2points]:
Relative Glossary:

Object:
Align the selected object to rotation axis.

Line:
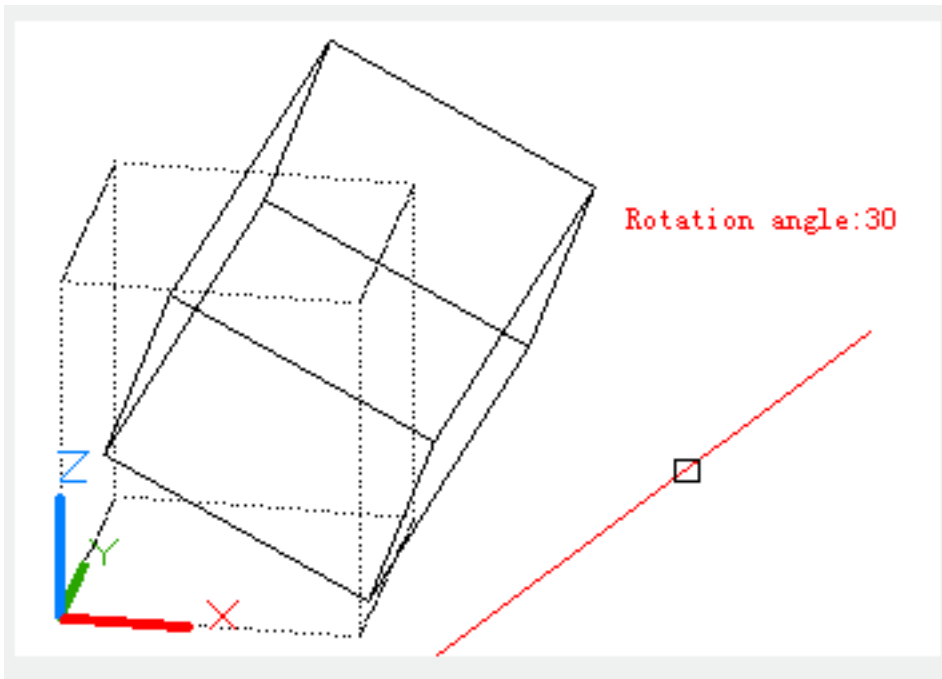Align the selected object to rotate axis.

Angle:
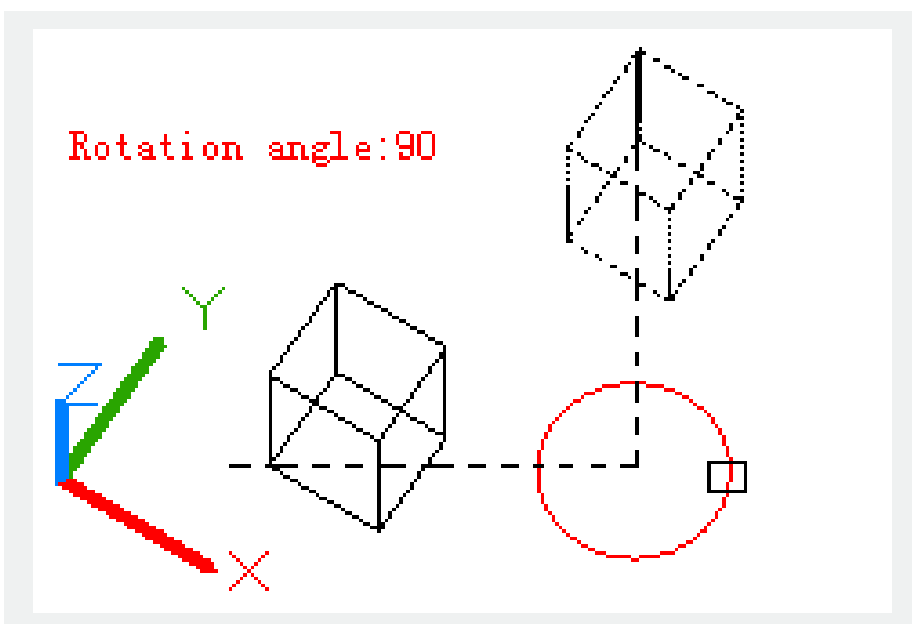Rotate the object around the selected line by specified angle.
Reference:
Specify reference angle and new angle.
The difference value between the start angle and endpoint angle is the rotation angle.

Circle : Align the rotation axis to the 3D axis of circle (the rotation axis goes across the circle center and is perpendicular to the circle plane).

Arc : Align the rotation axis to the 3D axis of arc (the rotation axis goes across the arc center and is perpendicular to the arc plane).
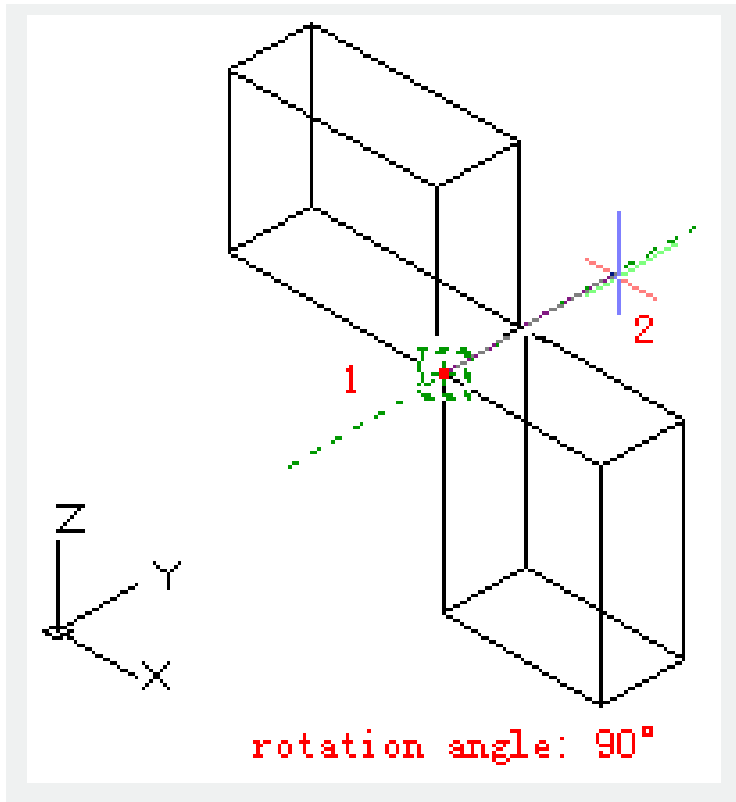
2D-polyline segment : Align the rotation axis to polyline. The line in polyline could be seemed as line segment and the arc in polyline could be seemed as arc segment.

Last : Rotate selected object by the previous axis.

View : Align the rotation axis to the observation direction of current viewport that goes through one specified point.

Xaxis, Yaxis, Zaxis : Align the rotation axis to one of the axes(X, Y or Z) that goes through one specified point.

2points : Specify the rotation axis by two points.

rotation angle: 90°